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# World Journal

SEPTEMBER 13-15

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SEPTEMBER 16-18

## **5TH UKRAINIAN GAME & AMUSEMENT EXHIBITION INDUSTRY '98**

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SEPTEMBER 17-19

## **AMOA EXPO '98**

Opryland Hotel, Nashville, Tennessee

Contact: AMOA

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Fax: +1 312 245 1085

SEPTEMBER 17-19

## **IAAPA SUMMER MEETING**

South Carolina

Contact: IAAPA

Tel: +1 703 836 4800

Fax: +1 703 836 4801

SEPTEMBER 17-20

## **JAMMA SHOW**

Tokyo International Exhibition Centre

Contact: JAMMA

Tel: +81 3 3438 2363

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SEPTEMBER 23-25

## **1998 WORLD GAMING CONGRESS & EXPO**

Las Vegas Convention Centre, Las Vegas

Contact: Gaming & Wagering Business

Tel: +1 212 636 2960

Fax: +1 212 636 2961

SEPTEMBER 23-25

## **AMUSEMENT PARK CHINA '98**

Shanghai Mart, Shanghai, China

Contact: Reed Exhibitions Ltd

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OCTOBER 6-8

## **INTERN'L LEISURE INDUSTRY WEEK**

NEC, Birmingham, UK

Contact: Independent Exhibitions

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Fax: +44 1932 560009

OCTOBER 6-11

## **WWA SYMPOSIUM & TRADE SHOW**

Orange County Conventiona Centre,  
Orlando, Florida

Contact: World Waterpark Association

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Fax: +1 913 599 0520

OCTOBER 7-8

## **PREVIEW '98**

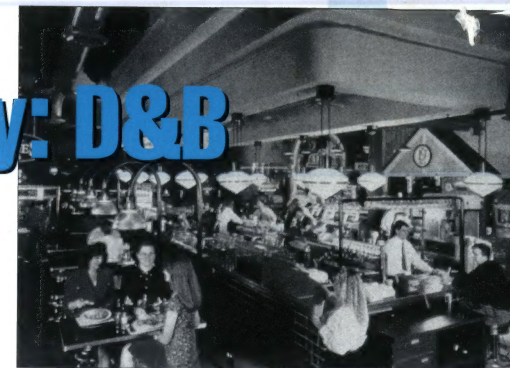
Novotel, Hammersmith Int'l Centre, UK

Contact: Howard & Wikberg Promotions

Tel: +44 171 387 2021

Fax: +44 171 388 9663

# Buster Corley: D&B



**EDITOR'S** note ... Dave & Buster's is a classic success story. In 1982 Dave Corriveau and Buster Corley, each with more than 20 years of experience in the restaurant business, joined forces to create a restaurant like no other. previously, each operated a separate establishment, and when the two decided to merge differing ideas, an American classic was born. Now 15 years later, the company has opened more than 12 American locations and is rapidly expanding around the world. By the year 2000, 20 more D&B's are planned domestically and seven in the United Kingdom, with additional franchises on tap for several other global markets.

"In 1982, when we opened the first Dave & Buster's in Dallas, our basic cornerstone was to have a place where adults could do more than eat, drink and stare at their dates," Corriveau explains. "We are just as committed to food service as we are to fun," adds Corley. "The quality of our food and our legendary guest service are high priorities."

By their growth and financial numbers it is obvious to see that the two hit on an idea that was big and right on with the 21 to 44 adult crowd. Each D&B location experiences more than 1 million visitors annually, with \$12 million in annual sales, 34% of which is food, 20% drink and 46% from amusements.

**Q ...** Mr Corley, let's cut to the chase. How do you deliver quality food and fun at a price people will pay?

**A ...** The key word there is quality. From the beginning Dave & Buster's has concentrated on offering nothing short of quality. Whether you're talking about food, fun, service or the total experience. As far as our menu goes, we offer generous portions

and a reasonable price. We provide great value for the experience.

**Q ...** How important is food to your operation?

**A ...** Incredibly important. We've built the concept around a seamless blend of "Great Food and Great Fun," and consider that an absolute promise to our guests.

**Q ...** You have a new one from the original D&B plan, the D&B II. D&B reports 34% of sales come from food and 20% from drink. Will these proportional sales figures hold in the new D&B II plan?

**A ...** Absolutely. In the new concept, we'll be scaling down the number of billiards tables, combining the Viewpoint and Midway Bars which allows us to scale down some of the back of the house that's required for operations. Our dining room will still seat about the same number of people as those in our traditionally sized locations. But, at 30,000 to 40,000 square feet, this is still an operation of considerable size. For 15 years our food sales have remained constant at 30 to 35%, while beverage sales have decreased slightly and amusement sales have increased slightly. We think this statistic speaks to the consistency and quality of our food.

**Q ...** What advice would you give other operators who are looking into offering food?

**A ...** Do your homework. Find the menu that works for you and offer good quality and service. That's what got us where we are today.

PAGE 3



# SEGA RALLY 2

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## SEGA RALLY CHAMPIONSHIP

Use the side hand brake to spin 360s!  
Along with precision handling and  
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New Protective  
Cage and Motion-  
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- Model 3 Step 2.0 Hardware  
System for stunning graphics!
- 4 new & challenging courses!
- 6 top Rally Car Manufacturers  
on the circuit!
- Link up to 4 seats for intense  
competitive race action!

### Dimensions: DX TYPE

W: 131.5cm / 51.77in.  
D: 284.5cm / 112.01in.  
H: 229.7cm / 90.43in.

WEIGHT: 535kg / 1178.45 lbs  
POWER: AC 100V - 240V / 851W - 806W  
MONITOR: 50 inch projection TV

### Dimensions: TWIN

W: 163.2cm / 64.25in.  
D: 170.0cm / 66.93in.  
H: 209.6cm / 82.52in.

WEIGHT: 580kg / 1278.45 lbs  
POWER: AC 100V / 770W  
MONITOR: 29 inch monitor x 2

## Hot Specials

### House of the Dead



KITS - 53"  
COMPLETE, 29"  
COMPLETE  
NOW AVAILABLE IN  
ALL FORMS

### Sports Fishing 2

DELUX UNIT  
EX JAPAN



**\$12,200**

### Sky Target Deluxe

**\$13,600**



### Star Wars Deluxe



**\$9,700**

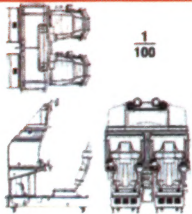
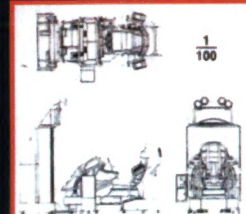
### Jet Wave

GREAT VISUAL  
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# Hot Specials

## Star Blade Deluxe



## Lucky & Wild



## Stadium Cross

TWIN MOTOR  
CYCLE UNIT  
STILL A  
GREAT  
EARNER



## Cybersled Twin

IDEAL  
COMBAT  
GAME



## Strike Fighter

MOVING UNIT  
GREAT  
PRESENCE



**FINANCE APPROVED**  
All units are guaranteed with  
Coin Cascades comprehensive  
written guarantee.

# UNTHROTTLED POWER



DAYTONA #1 WAS THE WORLDS  
BEST EARNER ... DO NOT MISS  
OUT ON THE EARNING POWER  
OF DAYTONA 2 ... ORDER NOW





### AUCKLAND

**XTC Games Arena** in Otahuhu has recently changed hands and is now operated by Percy Andrews. Percy currently operates a game centre in the Mangere Shopping Centre. We wish Percy all the best in this his latest venture.

**THE** annual Agricultural Field Days at Mystery Creek in Hamilton have just concluded for another year. This internationally recognised event catered to all tastes with local and international exhibitors offering traditional agricultural machinery, forestry, venison, ostrich and even Alpaca investment opportunities. The event was staged over a 4-day period and attracted a total of 127,969 people from New Zealand and around the world. Field Days Manager Jill Prew said whilst attendance was down on last year, exhibitors had achieved higher than expected sales, possibly due to the falling dollar and threat of rising import costs.

### WELLINGTON

**BABIES**, babies, babies - what is it about the Wellington team these days? We can reveal



The 91ZM Black Thunder outside Manners Mall Timezone.



The boys from Manners Mall

that Arthur's new girl is 8 pound 10 oz in weight, and goes by the name Taara; Mum & Dad Jenkins (& co) are fine - but tired, congratulations!

We can reveal that the Timezone Manners Mall staff member with the new family addition on the way is Duncan - and indeed, the author's partner has only 9 weeks to go before their new addition joins them. Who will be next I ask?

Will it be ? or Bruce I ask? Surely someone and Supatech is feeling the pressure?, or could Jason, Silvan, Damien or indeed Paul and L. Kull be next? And who will be the first Wellington technician to join the party? Could

## NEW PRODUCTS

### OFF BEAT RACER HITS RIGHT NOTE

SNK has release racing game Off Beat Racer, based on its previous racing game Road's Edge. Similar game tricks such as short cuts and jumps will be used and Off Beat Racer will also offer new circuits and a new game system.

There are three game modes, battle, trial and competition. Battle mode is playable by up to four players. Championship is the main mode and the circuits are set in three exotic locations - Hong Kong, Brazil and Italy.



### SEGA'S GOLDEN GOAL TO LIFT CUP

SEGA'S AM2 has released an updated version of Virtua Striker 2 in time for the World Cup in France. It is released on the Model 3 Step 2 board, and the main differences are team selection - players can choose any of the 24 teams that will be at France '98.

The number of possible play formations has been increased from five to seven, new camera angles have been added for replays and additional statistics are displayed.



### "ASK ABOUT OUR FINANCE OPTIONS"

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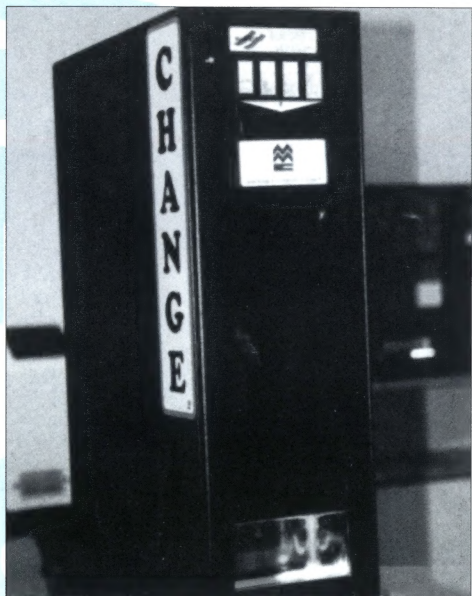
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Mobile 025 221-8694  
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## MAGGI NOTE CHANGERS

MAGGI has unveiled its new note changer which is basically aimed at the small and compact market. The model is available in two sizes - one which takes 5,000 pieces and a smaller one which takes 1,500 pieces. Both models come with five languages which can be changed instantly. In addition a system has been added which enables operators to see what coin was last introduced in case of customer queries.



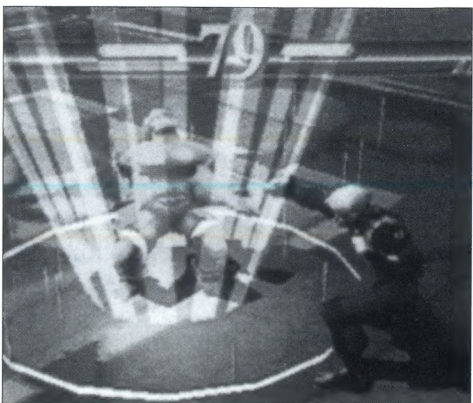
## CAPCOM'S STREET SMELL OF SUCCESS

STREET Fighter EX2 is Capcom's latest beat-em-up, produced by Akira, a development team made up of former Capcom and Square staff.

A number of moves have been added to this version of the game, including low attacks and some new throwing techniques. One of the more memorable special moves

## NEW PRODUCTS

allows the player to hit his opponent's head against the camera that is "filming" the action.



Joe be next? Stay tuned.

Indeed it appears that the same thing is happening and Spatech Coin!! Maybe Luna Park is next??

Timezone Wellington has just had their first piece of radio advertising to launch the Timezone brand - and Supatech continues to be remodelled to allow it to operate increased business.

Lower Hutt continues to do well with the new extension and redemption counter.

## NELSON

GOOD to see that Throb Amusement's Roy Pointon is seriously thinking of taking his wife away on holiday this time. I am not quite sure whether Mandy will see this as a plus or minus.

## BLENHEIM

CONGRATULATIONS to Graham Lyndsay and partners on the completion and opening of a new three screen cinema in Blenheim.

Blenheim now boasts two multi screen complexes with Diana Handley concentrating on the upgrade of her facility.

## CHRISTCHURCH

BARRY Butcher recently receive a call from an operator who went to clear his machine and found out that it (and not the machine

## New Zealand N E W S

Barry owned) had been moved from the location. I suppose all these pinballs eventually do end up looking the same Barry.

## QUEENSTOWN

LOOKING forward to a busy season this year with direct Quantas flights for the first time into the city. Some snow would certainly help.

Peter Evans has sold his Fun Time operation and his video rental business and when last heard from was on holiday in some very sunny area.

## INVERCARGILL

IT was good to hear from Larry and Trish Timpany again. With a number of farms and a few commercail operations it is not often that you can find them both at home. It seems to be a bit quiet down there but those three Twin Daytona 2 units will certainly liven the place up a bit Larry.

## "ASK ABOUT OUR FINANCE OPTIONS"

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# Bally's Latest KNOCKOUT!



"**PARDON** me, sir ... will you kindly hold my bowler hat and my glass of beer, whilst I knock this gentleman silly?" A fun combination of turn-of-the-century tavern atmosphere with bare-knuckled "fisticuffs" provides the unique flavour for The **Champion Pub**, a new pinball game from Williams Electronics Games. It's being marketed under the Bally brand. Players are challenged to guide the silver ball through some new challenges, including training with classic gym equipment and boxing against 10 unique opponents, in the quest to become the Pub Champ.

"This is bare-fisted, bar room boxing," said sales VP Rachel Davies. "The designers have come up with a very entertaining theme. Everything from the artwork to the sound to the innovative toys creates a very unique, appealing game."

Players enter the game as "The Kid," an underdog new boxer at a thug-filled pub. The Kid needs to train to fight using three of the innovative playfield toys: the heavy bag in the middle of the playfield, a moving jump rope in the upper left or a speed bag with two punching fists in the upper right.

Players use these training areas to advance their Life Meter. Once the meter reaches the top, Start Fight is lit and the Kid is ready to fight. When the fight starts, the heavy bag rotates around, exposing the Boxer, another unique playfield toy. The boxer has 10 unique personalities representing 10 opponents the kid must

defeat. Knuckles O'Brien, Sir Winston Pounds, Franz Von Pain and Pierre Lepunche are few of the contenders, each with custom speech calls that add to the entertainment during a fight.

The Boxer throws punches during the fight that decrease the Kid's life meter. The Kid can fight back by hitting the Boxer with the pinball, lowering his life meter. Basic hits up the middle register as body blows, and powerful jaw and head shots can be achieved by using the variable trajectory ramps in front of the Boxer to launch the ball in the air. The fight goes on until one of the life meters hits zero, resulting in a knockout.

"The fights really bring out players' competitive fire," said Davies. "The sound calls and dot matrix display bring the personalities of the boxers to life, and you get great satisfaction if you can knock them out."

Beyond the action in the ring, there are two video modes: "Poker Night" and "Spittin' Gallery". These modes challenge players to use the flippers to play a video game in the dot matrix display to capture additional rewards. There are also four multi-ball modes and 15 jackpot levels.

"We designed the game to allow players to rack up points and other rewards in a lot of different ways," said Piotrowski. "There are a lot of different strategies that advanced players can use, but the basic challenge of training and fighting using the toys is easy for beginners to learn and practice."

## NEW PRODUCTS

### MICROTOUCH/IBM MONITORS



A joint effort between Microtouch and IBM has resulted in the launch of the world's first 19 inch touch-enabled monitor, which will begin shipping this month. The G94 capacitive monitor runs on Windows, DOS and OS/2-based platforms and provides a 19.9 inch viewable image on a scratch resistant surface.

### ATLUS PHOTO MACHINES

WITH Business Pricla, Atlus is approaching the photo sticker market from a different angle, namely the business opportunity side. The product, developed in association with Kodak, operates not in booth format but through a digital camera (supplied as part of the package) which is connected to a compact machine, in turn connected to a standard monitor. When the photo is displayed on the monitor, the usual



assortment of frames and backgrounds are selectable and the finished product is dispensed after the traditional short wait.

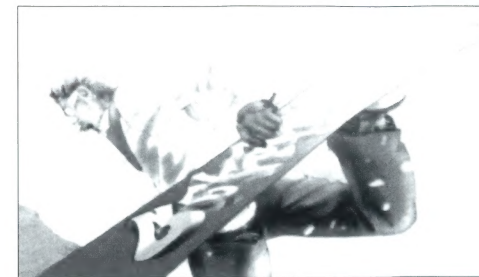
The product is aimed at markets such as bus tours, stadium tours or any "day out" experience where space is at a premium and participants might like a memento of their day.

### UEP SYSTEMS VIDEO GAMES

JAPANESE developer UEP has chosen an opposite road to many with its new title Cool Boarders, taking a Playstation game and tweaking it into an arcade product which is being distributed by Tecmo.

Regular and expert modes provide the levels of challenge in this one-player snowboarding game, where players negotiate their way down a twisting course while attempting to complete as many "fly tricks" as possible.

A choice of five courses are included in both modes, with edging, jumping and grabbing the ways of earning extended time.



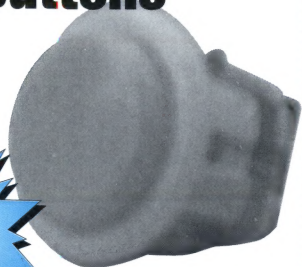


# Specials

VALID UNTIL 10/9/98  
OR UNTIL STOCKS RUN OUT

## Start Buttons

#509-5218



**\$45**

## MCA Clear Top



**\$7**

## End Stroke Switch

(OLD) #03-7811



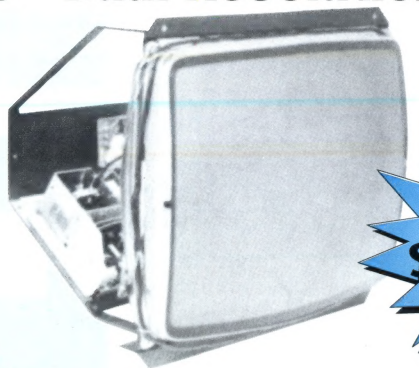
**\$1.47**

## 4 1/2" Rubber White



**\$2.50**

## 38" Dual Resolution TV Tubes/Monitors



- LIMITED STOCK
- IDEAL FOR ALL GAMES  
(PRODUCT MAY DIFFER FROM PICTURE)

**\$2680**



## MORE MEGA FUN CENTRES

SONY Corp of America plans to build a \$400 million entertainment complex (including a big FEC, hotel, etc) in Chicago's "River North" area. It's slated to open in late 2000 but local observers say they'll have to hustle to meet the deadline. They'll have company and competition by then, too; Disney plans to open its second DisneyQuest store in that vicinity in 1999. The first one officially opens this month in Orlando, Florida and is winning rave reviews.

Carmike Cinemas & Wal-Mart opened their second FEC joint venture (Hollywood Connection) in Valparaiso, Ind., on May 15. This is a 90,000 sq.ft. venue attached to a seven-screen movieplex. Their third location (DeKalb, Ill) is slated to open in August. Carmike has a wholly-owned FEC in Georgia and will open another in Salt Lake, too.

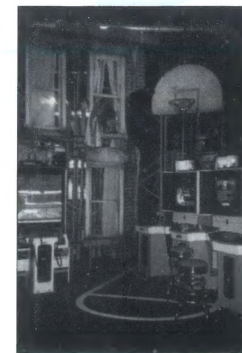
Dave & Buster's is crowing about the successful opening of their latest LBE in the Detroit suburb on Utica. It 'shattered' all of D&B's prior records for opening revenues, said Dave Corriveau and Buster Corely, who personally supervised the launch. They noted bigger and more enthusiastic crowds than ever, and praised the D&B management team for raising its smooth execution to new heights.

# International

## GAMEWORKS STUDIO FEC CONCEPT

STILL insisting that it has not changed its operating plans or strategy, Sega GameWorks opened a handsome new facility called "GameWorks Studio" in Puente Hills, California (and LA suburb) in late May. This prototype for a new style of Sega location is more of an FEC than the previous GameWorks (LBE-type) sites: it's medium-sized and has redemption, but no liquor. "Sega will invest the same fiscal resources into operations as originally planned," execs declared.

Meanwhile, Sega is also expanding its Wal-Mart operations. According to coin-op Sales & Marketing VP Ken Anderson: "Wal-Mart's Britten White, the 'other income' division manager, has expressed a new understanding of what a video game presence in their stores means to them. Part of their new corporate plan will be to include an upgraded video component in Wal-Mart locations. Heretofore, operators were not obliged to comply with WM's overall strategy of 'all headliner games.' This has changed. Consequently, WM also tried a mini-arcade application of 4-8 large pieces of equipment in vestibule and dedicated areas, in cooperation with Sega and Midway Games. As they roll out new stores, Wal-Mart will look at dedicated areas where this will be incorporated."







## IS A 'PINBALL REVOLUTION' AT HAND?

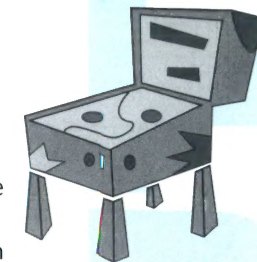
WE don't have specific details, but both of the remaining US pinball factories are hinting that they plan to 'revolutionize' the venerable flipper game, bringing it up to date with the needs of today's market. Williams Electronics Games has a new EVP/GM, Kevin Verner, who stated: "We are optimistic that the company's new Pinball 2000 series of games, anticipated for release by the end of 1998, can reinvigorate this division's sales." Across town, Joe Minkow, EVP of design at Sega Pinball, confirmed that Sega remains "very committed to pinball." The next six to eight flipper titles are already on the drawing boards and include some outstanding licensed themes. Lost in Space, based on the film which finally toppled "Titanic" from its

number one slot at the box office, is their next title; it ships to the US market in late June. And, Sega GameWorks prexy Al Stone commented: "Every now and then, pinball must be revolutionized as it was with solid state electronics in the 1970s, interactive computerized playfields in the '80s and dot matrix technology in the early '90s. We're due for another hi-tech revolution in this genre and Sega Pinball will give it to you!"

## JAPANESE TRADE IN THE DOLDRUMS?

BY the time you read this, official year-end numbers from leading Japanese factories will probably be out. Their fiscal year ended on March 31. Sega expected a loss of well over \$NZ538 million, putting them in the red for the first time in company history, due largely to losing the battle for home vidgame market share (their coin-op division, however, is looking good). Konami and Namco will probably be in the black, but with only half the coin-op profits (or so) which they originally expected to realize on the year. Only Capcom and Tecmo revised forecasts upward due to better than expected home game sales. Reflecting the overall down trend, Data East finally threw in the towel on its US amusement division at the end of May. From Japan, DE President Tetsuo Fukuda announced the move on May 21 "not without regret" but said DE would unveil some "other projects" soon. Meanwhile, Japan's government has released an official "White Paper" report on the state of their leisure industry, showing Japanese consumers generally spent more leisure time at home for the second straight year in 1997. Japan's arcades got somewhat fewer visitors in '97 (down by 200,000 visits from their 1996 peak of 25.2 million). The government bluntly said there were "no hit

# Simple Switch Fixes...



**MOST commonly-asked question #1: Why does my pinball always display the same switch faults, even if when I check them in test mode they are working ok?**

**Answer:** The main reason for this is, on a lot of pinballs i.e.: Indiana Jones, Demolition Man etc. they have a few switches in places that are hard to get the ball in during normal game play. In Indy Jones, the mini playfield switches often come up as being faulty although they are okay.

Remember that the pinball is only asking you to check switches because they haven't been used for a while, it's not saying switches are not working, so your pinball will display this message if these switches haven't been used for a number of game cycles (the number of cycles depends on the game manufacture).

**Question #2: Why is my pinball shooting out too many balls, even when it's not in multi-ball mode?**

**Answer:** You probably have an opto problem in the ball trough.

Remove all the balls from machine and put it in switch test (switch edges) look at the display to see if all the opto switches are lit up if your not sure which ones to look at, try putting one of the balls back into the trough while watching the display to see which lights are changes, you should notice that when a ball passes through each opto, it will go out on the display, so that means that if any of the lights are not lit when there are no balls in the trough, you must have a broken opto LED or a broken resistor on the trough opto board. The board is easily removed, it is the one closest to you. With the machine switched on, you will notice that the resistors get fairly warm, but if you notice one of them is cold but isn't broken off then replace the opto that it connects to, they are a 5mm infra red LEDs

and the resistors are 270 ohms/2 watt.

If you know which opto is causing the problem, remember that LED 1 is for the top trough, LED 2 is for trough 1, LED 3 is for trough 2 and so on.

**Question #3: I have a group of switches that won't work, even in test mode?**

**Answer:** Pinballs use a clever little wiring system called the switch matrix, by using only 8 switch drives and 8 switch columns, with a network of diodes you can get 64 switches to work independent of each other, the only problem is that if 1 wire breaks off it can cause several switches to stop working, it pays to spend a bit of time studying the switch matrix table in your owners manual or there might be one inside the cabinet on the left hand side.

**Question #4: How do I clean switch contacts??**

**Answer:** That depends if they are the older tungsten type or the newer gold contacts used in all later pinballs.

It is OK to use a points file on the older tungsten contacts used for the flipper switches, but never use it to clean the gold contacts. The best thing to use on them is a business card; just put it in between the contacts and rub it in and out a few times.

Every pinball manual has a picture of what a switch matrix diagram looks like, notice that in any column or row of switches, there are 8 switches using the same colour wire, so if a wire breaks on the 3rd switch it will stop another 5 switches from working.

The first place I normally look is at the standup targets, when they come a bit loose the wire start to break off.

Good luck in the search for those switch faults. They're normally not as complicated as you think!



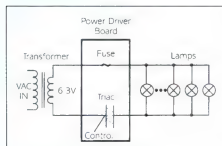
# TIPS

## TRIPPING THE LIGHT FANTASTIC

**THE** illumination of the pinball playfield and the back glass together with the artwork must give the pinball machine a look attractive enough to lure the players to play. But it is not just a simple task of making the pinball nice and bright. The lights are an integral part of the playfield features and the gameplay. Whether the machine can deliver the desired impact on the player, as envisaged by the designers or not, very much depends on the combination of the visual effects, sound and feel of the game. Take one ingredient away and the thing will collapse, ask taking one colour away from a beautiful picture ruins the joy.

Williams/Bally (WPC 95) pinball machines use three different types of lamp circuits to achieve the required visual effects.

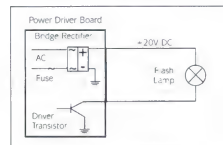
### 1. General Illumination



There are five independent branches (strings) of general illumination. String 1-3 is used for illumination of the playfield. The pinball computer can control the brightness of the lamps in each string via triacs on the power driver board. Note that 6.3v AC is used for this circuit (the diagram illustrates one string only). Strings 4 and 5 are used in illuminating the backbox and are not controlled.

However, both strings are independently fused on the power driver board. The earlier WPC system uses identical circuit but all five strings are fully controlled.

### 2. Flash Lamps



A simple circuit is used for driving flashers. 20v DC is connected to one side of the lamp. The driver

transistor controlled by the pinball computer must connect the ground to the other side, to turn the lamp on. The lamp is rated 12v so it can be turned on for a brief time on, just enough to produce a bright flash. Keeping the lamp on for any longer would burn the filament. The circuit is identical to the solenoid except 20v DC, not 50v is used and no diode to suppress the back EMF is required.

### 3. Lamp Matrix (feature lamps)

Organising lamps in the matrix arrangement allows for controlling 64 lamps by only 16 driver transistors (eight column and eight row drivers) and also significantly reduces the wiring. The column drivers are switching +18v DC on the columns, the row drivers switch ground on the rows. The lamps are rated 6.3v. Despite the fact that some globes appear to stay turned on continuously, they are in fact strobed as only one column at a time is connected to the 18v and strobed 60 times in a second. A built-in short circuit protection makes the lamp matrix circuit very reliable.

The power driver board, as its name suggests, serves two purposes. Approximately the top half is a power supply, which provides most of the voltages for the systems. The bottom half of this board contains drivers for all lamps, solenoids and flippers.

video games" all year (seems a bit harsh to us; 1997 was still the second-best year for arcade attendance since they've been keeping records). Japan's amusement parks and bowling alleys are also less crowded these days, though movies are enjoying an upsurge.

## NAMCO

**THE** factory held its third annual distributor meeting in the Dominican Republic in early May ... We've got a report on the activities, new products debuted there (four new games for summer release) and just a smattering of the 100+ photos we took in this "pretty as postcard" setting. It was top cabin all the way.

## SEGA REVEALS KATANA DETAILS

**SEGA** has revealed details of its next generation consumer game system to replace its Saturn console.

The Dreamcast - previously named Dural and Katana - is set for launch on 20 November supported by five titles, still unnamed. The system includes technology from Hitachi, NEC and Yamaha. Microsoft is also collaborating in the project and Dreamcast will be the first home video entertainment system to be designed for use with the Windows CE operating system.

## EUROCOIN

**EUROCOIN** has appointed a new distributor to handle increasing demand in the German market. S&M Schaltgerate-Service will also provide sales and technical support. In a separate deal, Eurocoin has secured an order to supply a major order of its Vision monitors to a leading manufacturer in Slovenia.

# International NEWS



## NAMCO STEERS AWAY FROM TRADITION

**NAMCO** Operations Europe is to steer future site operations away from the traditional arcade/FEC formula.

Namco Europe chief Mike Nevin said the company plans to pursue a "wider leisure brief", with sites including more catering and retail facilities.

"We are looking for a change of emphasis," said Nevin, "with the concentration more on multi-leisure situations and not on the so-called traditional FEC/arcade approach."

Namco will upgrade its flagship Wonderpark FEC by turning the first floor into an "up-market bar and pool hall."

The company also plans to open a number of new-style venues in the near future, including one in Manchester, England in October and one in the Spanish capital Madrid in November.

Nevin said Namco would replace recently-departed operations consultant John Bollom with someone from a strong leisure/entertainment background, not necessarily with previous coin-op experience.



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## ARCADEPC CONCEPT ADAPTED FOR VR

GERMAN-based manufacturer Cybermind Interactive Europe is to tailor the ArcadePC concept for its virtual reality games.

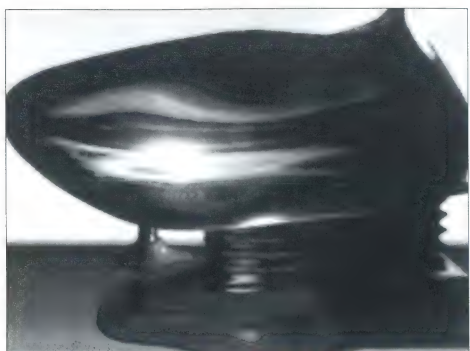
This follows its acquisition of Virtuality's entertainment division last year and is aimed at injecting life into the flagging virtual reality leisure sector.

Cybermind Interactive is developing a PC-based platform entitled ArcadeVR. It claims the hardware will be capable of supporting any type of consumer software.

A number of game developers have expressed an interest in joining the initiative and Cybermind Interactive's director of operations Stephan Rudolph said at least one software house was close to signing up.

The first games to run on the system will be launched in August on Cybermind Interactive's new simulation pod, project name VR Chair. The one-seater motion-base unit, shown in prototype at January's ATEI, includes a 17-inch screen and 3D sound.

The product will also have a linking facility to enable networked play.



## INTERNET PORN

IS to be introduced into British pubs and clubs. It has been made possible by the invention of a pay-as-you-view electronic console which gives access to lurid web sites.

## BACTA BLOWN OUT IN BID TO BEAT THE BUDGET BLUES

ATTEMPTS to overturn tax hikes on UK AWP's and club machines have failed.

The decision to stick by the Chancellor of the Exchequer's original budget mandate comes in spite of lobbying efforts by amusement machine trade association BACTA.

"We are very disappointed," said BACTA national president Russell Smith. "We thought we had got some support from Labour MPs but they were pulled into line by the whips."

However, he added that BACTA planned to keep working on the issue. "We'll work on them to reverse the decision for the next budget," he promised.

In the meantime, the consequences could be far-reaching in what are already struggling markets. It is anticipated that some private members' clubs will close as a direct result of the increases.

And while BACTA recognises that recent deregulation goes some way towards justifying tax increases on all-cash AWP's, it has expressed concern over the fate of arcade operators.

"By not exempting the 10p stake machine from duty the parlous state of many seaside arcades will have been significantly worsened," commented a BACTA spokesman.



### PINBALL GAMES

1. Williams **MEDIEVAL MADNESS**
2. Bally **CIRQUUS VOLTAIRE**
3. Williams **NO GOOD GOFERS**
4. Williams **ARABIAN NIGHTS**
5. Bally **ATTACK FROM MARS**
6. Bally **SCARED STIFF**
7. Bally **NBA FAST BREAK**
8. Williams **JOHNNY MNEMONIC**
9. Bally **THEATRE OF MAGIC**
10. Bally **NO FEAR**

### PRIZE REDEMPTION

1. Harry Levy **SUPER HOOP LA**
2. Taito **SOLOTTOL**
3. Lazertron **TWISTER**
4. Design Plus **IND PRO STIKER**
5. LAI **TURTLE MERCHANDISE**
6. LAI **MOUSE ATTACK**
7. Jaleco **SPIDER STOMPIN' DX**
8. ICE **CYCLONE**
9. Fun House **TICKET TAC TOE**
10. LAI **TICKEE TICKATS**

### PINBALL GAMES

1. Williams **MEDIEVAL MADNESS**
2. Bally **ATTACK FROM MARS**
3. Sega **X-FILES**
4. Williams **NO GOOD GOFERS**
5. Bally **THEATRE OF MAGIC**
6. Bally **THE ADDAMS FAMILY**
7. Bally **SCARED STIFF**
8. Williams **ARABIAN NIGHTS**
9. Sega **STAR WARS TRILOGY**
10. Capcom **PINBALL MAGIC**

### PRIZE REDEMPTION

1. Rainbow **RAINBOW**
2. ICE **CYCLONE**
3. 5 Star **SURFIN' SAFARI**
4. Benchmark **BIG HAUL**
5. Bromely **COLORAMA**
6. ICE **ICE BALL**
7. Seidel **SMOKIN' TOKEN**
8. Bromely **WHEEL 'M IN**
9. Island **SPIDER STOMPIN'**
10. ICE **HOOP SHOOT**

### PINBALL GAMES

1. Williams **MEDIEVAL MADNESS**
2. Williams **CIRQUUS VOLTAIRE**
3. Williams **CHAMPION PUB**
4. Williams **NO GOOD GOFERS**
5. Williams **ARABIAN NIGHTS**



### PINBALL GAMES

1. Williams **MEDIEVAL MADNESS**
2. Sega **BATMAN FOREVER**
3. Capcom **PINBALL MAGIC**
4. Midway **NBA FASTBREAK**
5. Midway **ADDAMS FAMILY**







## Australia

- DEDICATED GAMES**
1. Namco FINAL FURLONG
  2. Namco MOTO CROSS GO DX
  3. Namco TOKYO WARS
  4. Sega DAYTONA
  5. Atari SAN FRAN RUSH THE ROCK
  6. Midway OFF ROAD CHALLENGE
  7. Namco RAPID RIVER
  8. Sega VIRTUA COP 2 DX
  9. Sega RALLY CHAMP
  10. Midway CRUIS'N THE WORLD

- CONVERSION GAMES**
1. Sega VIRTUA STRIKER 2
  2. Psikyo ZERO GUNNER
  3. SNK METAL SLUG II
  4. SNK REAL BOUT FATAL FURY II
  5. Midway NFL BLITZ
  6. Namco POINT BLANK
  7. Namco TEKKEN 3
  8. Capcom MARVEL VS CAPCOM
  9. ICE POLICE TRAINER
  10. Capcom X-MEN VS SF

## United States

- DEDICATED GAMES**
1. Midway NFL BLITZ
  2. Incred. Tech GOLDEN TEE '97
  3. Namco POINT BLANK
  4. Namco TEKKEN 3
  5. Capcom MARVEL VS CAPCOM
  6. Incred. Tech GOLDEN TEE 3D GOLF
  7. P&P POLICE TRAINER
  8. Dynamo TOURNAMENT SOLITAIRE
  9. Worldwide STRIKER 1945 PART 2
  10. Capcom MARVEL VS STREETFIGHTER

- CONVERSION GAMES**
1. Sega HOUSE OF THE DEAD
  2. Incred. Tech TOURNAMENT 3D GOLF
  3. Konami TOTAL VICE
  4. Sega GUN BLADE NY
  5. Atari MAXIMUM FORCE
  6. Namco TIME CRISIS
  7. Dynamo SOLITAIRE CHALLENGE
  8. Sega VIRTUAL ON
  9. Sega VIRTUA COP 2
  10. Midway RAMPAGE WORLD TOUR

## New Zealand

- DEDICATED GAMES**
1. Sega THE LOST WORLD
  2. Atari RUSH THE ROCK
  3. Namco DIRT DASH
  4. Sega RALLY CHAMPIONSHIP
  5. Namco TOKYO WARS 50"
  6. Sega MANX TT
  7. Namco MOTO CROSS GO
  8. Namco DOWNHILL BIKERS
  9. Sega DAYTONA
  10. Midway OFF ROAD CHALLENGE

- CONVERSION GAMES**
1. Namco TIME CRISIS
  2. Sega VIRTUA STRIKER
  3. Midway NFL BLITZ
  4. Namco TEKKEN 3
  5. Capcom SF VS CAPCOM
  6. SNK NEO GEO 4 SLOT
  7. Namco EHRGIEZ
  8. P&P POLICE TRAINER
  9. SNK REAL BOUT 2
  10. SNK METAL SLUG 2

## Japanese

- DEDICATED GAMES**
1. Konami BEETMANIA
  2. Sega GET BASS
  3. Sega HARLEY DAVIDSON & LA RIDERS
  4. Taito GO BY TRAIN
  5. Sega HOUSE OF THE DEAD

- CONVERSION GAMES**
1. Sega VIRTUA STRIKER 2
  2. Capcom MARVEL VS CAPCOM
  3. SNK METAL SLUG II
  4. Namco TEKKEN 3
  5. Namco NJ PROWRESTLING

## LEISURE DYNAMICS THRILLED WITH AUSSIE MERGER



**INTERACTIVE** simulator manufacturer Leisure Dynamics has merged with its world-wide distributor, Thrillseekers Australia, to form Thrillseekers International Limited.

The company currently has bases in both the UK and Australia. The UK arm of the company, which is responsible for design, research and development, will be headed by former Leisure Dynamics owner Dr Ian McCallum. Administrative and marketing headquarters in Melbourne is headed by Ted Sent and Tony DeLuca.

The new company has appointed Martin Lattimer from Moog UK as general manager, Europe and David Martin of Video-Ezy as general manager, international sales.

Former managing director Leisure Dynamics, Brian Childs, has left the company.

Thrillseekers International will continue to manufacture and distribute Leisure Dynamics' Voyager F5000 and hopes to launch a new single-seater interactive product later in the year.

## International N E W S

### OPUS LEADS THE WAY

ARCADEPC company Opus has embarked on the next stage of its tournament programme with the launch of TOG (Tournament Operators' Group), a ground-breaking initiative aimed at reworking the operator/manufacturer relationship.

One of TOG's chief aims to open lines of communication between developers and operators to ensure that games and tournament packages are properly tailored to operators' needs.

"We feel that tournaments are the future," explained Opus managing director Leon Deith, "and we need to go in with our eyes open. The package is being developed in association with the big operators who are at the core of the business. If the breweries don't like it then it's no good."

Taking part in TOG are Kunick, Rank, Bass, The Independent Operators' Association and Opus' UK distributor Deith. Deith's Colin Mallory will chair the meetings.

The initiative signals what could be the start of a sea change in operator/manufacture dynamics.

Speaking in an interview Kunik chief executive Russell Smith hinted at this stating: "Our belief is that both on the operating front and on developing games partnerships generally are the way forward."

Gremilin's Actua Soccer 3, the first game to be offered as a tournament package, is currently testing while LBE System's Quake will follow in the next few weeks.



## RACE COURSES TO OFFER COIN-OP ATTRACTIONS?

THE UK amusement machine industry has found an unlikely ally in the form of new BHB (British Horseracing Board) chairman Peter Savill.

Savill, seeking to address funding problems within the horse racing industry, has proposed introduction of amusement machines into race courses. The plan is to open courses on non-race days as amusement venues. There is a total of 59 race courses across the country.

But, while welcoming the idea in principal, UK trade body BACTA questioned the project's workability: "We do wonder what feasibility studies have been done," commented a spokesman. "The idea that by putting machines in any location you will automatically make money is false."

Deregulation will be required for the initiative to succeed but the Home Office minister responsible for gaming, George Howarth, has already expressed an interest in the proposal.



## B'BALL GAME DUE FROM CHAMPION

CHAMPION Manufacturing of the US is on the verge of introducing a basketball version of table soccer.

The new game, Champion Shot, has been out on test and will be available this month. "It will be the same size as a football table and is really an electronic version of a mechanical basketball game I remember playing as a kid," said Champion's Kelye Stites.

Champion, manufacturer of the classic Shuffleboard game, has recently had success with Lil' Champ, a cabinet designed for small



children which uses CDs and features non-violent games of an educational nature.

The game has between 30 and 40 activities for children aged between two and 10 and is currently "going global." At the recent Amusement Showcase International in Las Vegas, Mr Stites said: "We had a good response to Lil' Champ at the ATEL in London and at this show we have made a good contact in Taiwan.

"We have to look beyond the US market at the moment because it is rather flat. And I don't see any pick-up in the near future unless someone can come up with a radical new concept."

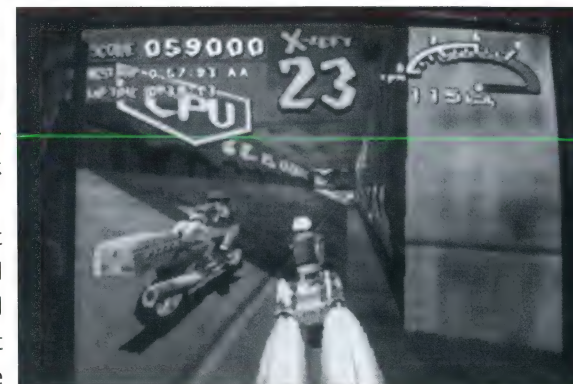
## ATARI GETS RADIKAL

ATARI Games Corporation is pleased to announce the release of Radikal Bikers, an upright driving-style game that pits the player against the clock in a mad-dash race to deliver pizza across a madcap European city (good drivers need to be daring, as there is a lot of weaving in and out of harrowing traffic). Along with the unique pizza-delivery theme is a bold, colourful look and strong depth of play.

In Radikal Bikers, players must deliver pizza to the finish line ahead of the computer-controlled rival and before time expires. The excitement comes from driving moped-style motorbikes at breakneck speeds across the colourfully congested and obstacle-ridden streets of a teeming metropolis. A variety of useful power-ups is available to help the player, and shortcuts are scattered throughout the 12 courses that will give the savvy player a strong advantage.

The game was developed by the Spanish software and hardware developer, Gaelco, with the intent of producing an action game with global appeal. "Radikal Bikers is a perfect choice to round out the game offerings in any location," said Mary Fujihara. "It's a fun social game, and is easy to learn. Operators should get strongly behind the piece, as it perfectly complements their current product portfolio."

Radikal Bikers is set up to encourage session play. For each of the three different circuits, rated Light, Medium, and Hot



according to the level of difficulties, there are four shorter levels, for a total of 12 pizza delivery challenges. Each track has at least one shortcut, with many tracks having two (there are 21 total shortcuts in the game). The power-ups, denoted as icons floating in the air above the racers' heads, consist of "power kick" (which eliminates cars kicked by the player), turbo speed, bonus time, bonus points, and a wild-card icon which randomly gives one of the other power-ups.

Players need to stay ahead of their CPU rival (or a live player is playing with two linked Radikal games). To win takes a knowledge of the shortcuts and skill at snagging the power-ups, of which there are many but they are very strategically placed. For instance, in some occasions players must coast off cars and trucks in order to reach some of the tasty combo power-up chains.



# Building Goodwill & Friendship

**KNOWING** your competition and visiting them frequently is just plain good business. As markets get more and more crowded with direct and indirect competition, market share and sales pressures will mount. Everybody desires to stay ahead of trends and be the first in the market to implement new and better ways to service and satisfy our guests. Going to conventions, belonging to associations, attending seminars and interacting with your peers are all excellent ways to stay on top of trends and brainstorm innovative ideas. But the easiest source of information is to travel around and see your competition, talk to the operators, and share ideas.

So while I lay no claim to being Mr Etiquette, I do feel there are a few "rules of the road" you and your management should follow when visiting your competition. Here they are:

The facility you are about to enter is as important to the owner as your place is to you. No matter how big or small, you and your people must respect the facility for what it is. The idea here is to learn new ideas so you can make your FEC better. The following are some suggested DOs and DON'Ts.

## DO ...

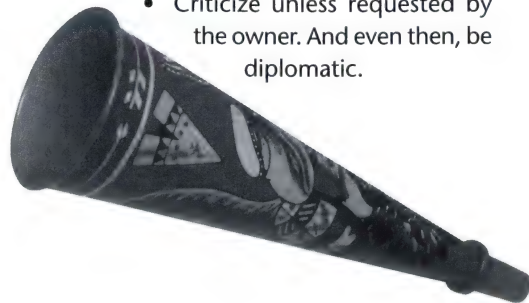
- Immediately announce your arrival and keep your people close until the owner appears.
- Introduce each of the people you brought with you by name and title. Trade business cards if you have them.
- State the reason for your visit and ask if it would be possible for the owner to give you a tour.
- If the operator is busy, ask permission to do a self tour.
- Do not leave the owner during the tour.

Be attentive and complimentary whenever possible.

- Tell the operator about yourself.
- Ask permission to remove literature. Don't assume its OK. Although the materials are available to the public, there are sensitivities you should be concerned about.
- Pay for anything consumed or used during the visit.
- If the manager gives you the tour, a thank-you letter to the owner would be a nice touch.
- If the owner has been a good host, perhaps offer a gift from your facility such as a pen, golf balls, etc.
- Try to get a group picture and provide the owner with a copy.

## DON'T ...

- Park in the best spot in the lot. That is for the owner's customers.
- Litter.
- Play "I spy" with the management. If you look suspicious, then you are.
- Use a camera or recording device without express permission.
- Pull out a set of plans and start working on them unless the owner agrees.
- Approach management or crew with a job proposals or even hint at the possibility.
- Offer advice unless it is asked for.
- Remove anything without permission.
- Criticize unless requested by the owner. And even then, be diplomatic.



## CHAMP'S DOUBLE

**BOXING** champion Prince Naseem Hamed celebrated the double recently by successfully defending his world championship title and taking delivery of an E.J. Riley world champion snooker table. The Riley table, installed at Prince Naseem's home, was the actual table used in the final of the recent British Open championship.



## REDEMPTION ON A NEW PLANE

**LAZER** Tron of the US has taken redemption games on to a new level with its newly-launched VRS (Video Redemption System), which it showed for the first time at the ASI exhibition in Las Vegas, US, at the end of March.

The thinking behind VRS is that operators will buy a video redemption cabinet just once and rotate games on a regular basis, saving

considerably over constantly buying in new dedicated games.

Said Lazer-Tron's Matt Kelly: "There's six different games already to choose between, with track-ball, gun and joystick games, all



# International N E W S

interchangeable. Games available include Hoppin' Harry, Prize Bowl, Slide Master, Chip Away, Solar Spin and Miner's Revenge.

There is a bonus scheme for progressive jackpots to excite and keep players' interest and there is also the availability of Insta-Prize which permits players to win prizes such as Cokes, televisions and rounds of miniature golf on a single game.

## THE RIGHT KIND OF PROBLEM

**GAMES** manufacturer Bob's Space Racers of the US had the kind of problem which is good to have at the recent Amusement Showcase International in Las Vegas.

The company could not exhibit its latest game, Top Glow, because high demand means it can't get them out quick enough.

"We have had a tremendous reception to the game since its introduction," said BSR's Mike Griffith. "Customers have to come first and so we don't have a game here."





## FUNWORLD

**THE** Austrian manufacturer of PhotoPlay touchscreen machines, has reorganised its distribution network in France. Ludis, in partnership with the Namusco group, has secured exclusive rights to market the product at the expense of Jac van Ham and the Kunick group. A network of Ludis partner-distributors will offer technical assistance and spare parts, as well as organise demonstration days and technical seminars.

## SEGA IN INDIA

**SEGA** is reported to have invested in two prime amusement centre locations in Madras, India, at Annanagar and Mylapore, each of which covers 6,000 sq.ft., but are struggling to get licences to open them. The word is that local politics are involved with rival operators doing their best to prevent the openings.

## NCI ON THE WAY BACK

**NAMCO** Cybertainment Inc., the operating arm of Namco's US business, is on the way back from its Chapter Eleven self-imposed strategy. President Kevin Hayes went to the courts on May 4 with the company's Plan of Reorganisation which is the first step to returning the business to normal operations.

Facing a severe downturn in operating income across its 370 mall arcades and 170 revenue-sharing locations, Mr Hayes took the unusual step of placing the company into

Chapter Eleven on January 29 this year. Under American law this is a form of bankruptcy during which the court protects the company from its creditors while it reorganises its business.

Mr Hayes said at the time that the problems were caused by the long-leases which NCI was locked into at its mainly shopping mall locations, and the refusal of the landlords to negotiate lower rents based upon the downturn in traffic through their locations.

At all events, it was very successful for NCI. On May 4 Mr Hayes was able to successfully present the company's Plan of Reorganisation, which is an agreement with the court on how the company will emerge from Chapter Eleven. He now expects the company to complete the process of coming out of Chapter Eleven by the end of August and the plan provided for the payment in full of all of the company's debts with interest. "It has meant significant reductions in our rentals which is exactly what we wanted. We have held negotiations over a three-month period with the major landlords and they have generally co-operated with us," said Mr Hayes. Generally, he said, NCI has achieved a reduction in rents "better than 10 percent."

Some rationalisation of the operation itself shows that Namco will emerge with 350 plus arcades, only 20 or so down on the number it started with. The way ahead for NCI now, he said, was into a somewhat different business. With the arcades side of the business now on a different business footing, the company was able to begin to look at new styles of operating.

"We must go where the people are going. Right now in the US, multi-screen cinema complexes are the growth area. Our revenue sharing locations were not a problem to us

## New Machines From ...

# namco

AT A RECENT TRADE DISPLAY IN JAPAN NAMCO RELEASED TO FOLLOWING NEW GAMES ...

## TECHNO DRIVE

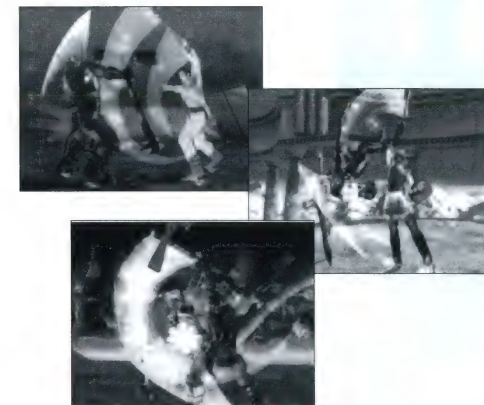
A novelty driving game where players try their hand at over 15 driving tests. A steering wheel and pedals are the only controls with 5 tests combining both. The game tests the players reaction skills and in Japan comes complete with a printer that awards the player a certificate (it is unlikely that this feature will be included in the overseas version).



## SOUL CALIBUR



A System 12, 3D weapon fighting game that is a cross between Soul Edge (not such a good game) and Tekken 3 (a top game). Like Tekken the game has a time release feature for characters. The graphics are excellent, the game play is very fast and with ten characters to choose from the player has a lot of options. Soul Calibur uses 4 buttons and a control.



## PANIC PARK

**WHILE** this novelty game has been shown earlier it is only now becoming available for use. Players use large levers to negotiate through a maze. The game involves physical and visual interaction and is probably better suited for the Japanese market.





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up to the Chapter Eleven incident - the difficulties were all in the mall locations. So we are planning to expand revenue-sharing into the multiplex areas where units have between 14 and 30 screens and a built-in arcade. There are many other non-mall locations where we plan to move into. We'll still be significant players in the malls, but expansion will be very limited."

Another of the routes for expansion was into the XS concept with large locations covering 25,000 to 30,000 st.ft. and combining games with restaurants, nightclubs and bars, along similar lines to the Dave and Busters' II locations or Sega's adult-oriented centres.

## **MIDWAY GAMES**

**MIDWAY** Games has reported third-quarter results (ending March 31) for both home video and coin-op videos, gross was down slightly to NZ\$192.5 million but profit rose 9.2 percent to NZ\$214.3 million.

Coin-op revenues specifically saw a 22.7 percent gross revenue drop. Midway has now completed its spin-off from WMS Industries.

## **D&B'S PROMOTION**

**DAVE & Busters** has promoted Reggie Moultrie to VP of games & merchandising, where he'll buy, sell and rotate thousands of games in D&B's ongoing inventory as well as plan and help manage its big retail and redemption merchandise programme.

D&B noted 44 percent revenue increases in gross revenues (to \$NZ804 million) for the quarter ending February 1, 1998, with net income up 71 percent in the same period.

Total annual revenues for the year ending on that date rose 45 percent to NZ\$262.2 million. The latest new D&B store just opened in Utica, Michigan.

# **International N E W S**

## **NEW DIVISION**

**KONAMI** has split its US coin-op and consumer (home video) divisions. The latter moves to Redwood City, California, under the name Konami of America Inc led by Chairman/CEO Mokoto Sano.

The coin-op side, now called Konami Amusement of America Inc., remains near Chicago under new division President Akira Kinebuchi and sales & marketing President Mike Rudowicz.

## **INDUSTRY UPBEAT**

A brighter mood has dawned in the US coin machine industry in the wake of a successful ASI (Amusement Showcase International) and a string of well attended "open house" events by local and regional distributors.

A couple of distributors, such as Betson West (Buena Park, California) even reported all-time record turnout for a spring showcase.

All this gave a lift to ASI sponsor AAMA as the manufacturer-distributor association headed into its annual spring board meeting in Chicago from May 15-16.

Current President Mike Rudowicz, who also heads Konami America's coin-op division, was expected to be re-elected for a second one-year term at the helm of AAMA.

AAMA's next shows are the EXIME in Mexico (Aug 5-8) and the AAE in Singapore (Aug 26-28, in co-operation with IAAPA).



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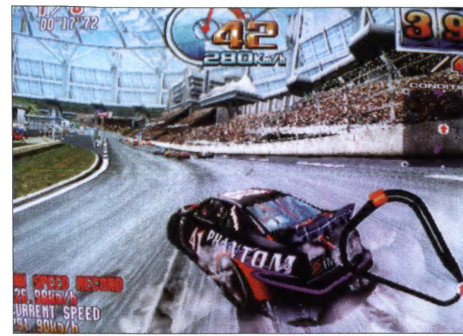
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director I used Osaki-san. He worked under me for Daytona USA. He was fresh to Daytona and was very competent and I believe that combination was very successful.

**ABE** ...Can you give us some details as to the number of circuits, views and cars available?

**TN** ... There are only 3 circuits and no extra circuits. However, this time we offered the player the choice of different cars. There are four views - a new type of view has been included, which is still secret. And there is a total of 40 cars as in the previous game.

**ABE** ...Although Daytona had pit stops, there didn't seem to be any point to them. If there are pit stops in Daytona 2, how will they be used in the game?

**TN** ... They are used in the same way as in Daytona USA. Cars will be repaired when damaged and performance will be improved. The motion is very real this time. You can recognise the Virtua Fighter motion designer touch.

**ABE** ...The first circuit is very similar to the Daytona USA circuit, only the background has been changed. Why is that?

**TN** ... Yes, the first circuit is very similar. I asked for that. I wanted to keep it because it was one of the reasons for the success of Daytona USA. When we designed this first circuit on Daytona USA, we wanted to make a circuit where any player, however bad they were, could complete at least one lap. Then, we decided to make a game where even a young child would be able to make at least three or four turns. So we decided to make a

circuit with eight turns, with a minimum of three to four for inexperienced players. We also wanted players to see all of the circuit so we made shorter circuits, where they can get real satisfaction with their first credit. We adopted the same rule for Daytona 2. However, the medium and expert modes are very difficult. The Daytona 2 contents are different but the basic game is the same.

**ABE** ...What kind of cabinet will be used? A similar type to Scud Race?

**TN** ... Yes, basically it uses the same kind of lining cabinet. We also use a motion system similar to Sega Rally 2 called 'Rave-Shaker'. Players feel which direction the shock comes from where a car bumps into them. The feeling is pretty realistic.

**ABE** ...How many units can be linked?

**TN** ... A maximum of eight cabinets can be linked. The same number as Daytona.

**ABE** ...But is it going to be much more expensive than Daytona?

**TN** ... Yes, it is true. But it is an important thing, if you cannot link cabinets it is not as interesting.

**ABE** ...Among other arcade racing games what do you think is your closest rival?

**TN** ... There haven't been so many racing games recently. It's very sad. As I said before there is a problem of cost. Not so much in Japan, but in the USA if a game is on a cheap board it will sell well even if it is of low quality. Other makers haven't made so many excellent games recently, it is true. I am happy Sega is successful in selling its Model 3. We do not have any real rivals outside Sega. I think the main rivalry is between the different AM departments.





**RACING** certainty ... talking to Sega's Association General Manager, Toshihiro Nagoshi.

**ABE** ...Is it the same team that produced Scud Race?

**TN** ... The programmers are pretty much the same ones that did Scud Race. Nearly all of the designers are from different games. Most of them worked on Virtua Fighter 3. Some of the programmers also worked on the Virtua Fighter series. We also had some staff that have worked for me on other racing games since Virtua Racing. They have become real racing experts. For a creator it is nice to have a career team, keeping things challenging is a different problem. It would have been nice to get some new people in but Daytona is a big title and we did not want to make any mistakes. We kept the programmers but we decided to use new designers.

**ABE** ...So, the Daytona 2 team is different from Daytona's?

**TN** ... Yes, the designers are different; we wanted to have some new staff. But the former Daytona staff had many things they could not do in Daytona that they wanted to achieve in Daytona 2.

**ABE** ...So how is Daytona 2 different from the original game?

**TN** ... When we did Daytona USA on Model 2 there were lots of things we wanted to include which we couldn't do. Of course, while developing Daytona 2 there were still lots of things we could not do on Model 3, but we'll be able to do them on Model 4. At the beginning of the development, we took some staff experienced on Model 3 and they established the limits of the board. It is difficult



to speak about the real differences, other than that we designed Daytona 2 especially for the Model 3.

**ABE** ...Everybody has been waiting for Daytona 2. Why has it taken so long to be released?

**TN** ... After finishing Daytona USA we immediately decided to release a new racing game. There were numerous projects in competition and we decided on Scud Race. Sega really wanted us to make a Daytona 2 but, personally, I wasn't too confident about being able to make a satisfying game. At that time we really put everything we could into making Daytona USA. We needed to take a rest so we decided to forget about Daytona 2 and try to make a different racing game. I am not the director of Daytona 2, I am producing the game. It is quite different, it involves looking at the project and giving advice. For all game makers there are some hit series and the responsibility for the sequel is usually given to the same team. Unfortunately, this leaves no place for really young developers. This time, I wanted to have some new people working on Daytona 2, but I also had to keep the same image, so I included some racing game veterans. As a



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### AUSTRALIA

**TOUGH** laws under consideration in Sydney, Australia, look set to force new video arcades, pinball parlours and billiard halls - among other premises - to provide 24-hour security to gain planning approval, we hear. New rules proposed by Sydney City Council target a number of locations - though amusement centres were only nominally mentioned - and suggest the use of security personnel and regular spot checks to allay residents' fears of street safety.

### ALL-CASH POPULARITY GROWS

**THE** UK amusement with prizes (AWP) business is gravitating more towards the £10 all-cash option in the arcades business, according to some of the main suppliers to the business.

Astra Games, of South Wales, which along with Electrocoin is probably the largest supplier of AWP machines specially designed for arcades, reports that the business in arcades is going decidedly low-technology and gravitating towards the \$NZ30 game.

Phil Thomas told us at a recent show in Blackpool - traditional home of the British seaside resort family arcades - that the industry was now sorting itself out after the introduction of all-cash machines.

Up to two years ago, the law demanded that AWP machines had to pay out either cash or replayable tokens - currently set at \$NZ24 in tokens or \$NZ15 in cash. In June 1996 the



all-cash £10 payout was introduced for adult-only environments and as far as arcades were concerned, they had to have a separate and supervised area for over 18s only if they chose to use the all-cash machine.

The 1000 inland arcades immediately moved over to all-cash, but most of their clientele were adult anyway. But the 1,200 seaside arcades, used to catering for families, were more reluctant. Many opened separate all-cash rooms within their arcades and policed them to keep out under 18s. But they kept their old-type AWP machines too, so that all the family could play on them.

Said Mr Thomas: "The trend now is to still use AWP machines of the older type with a maximum £5 payout but without the token element. They keep some of the token machines to provide a kind of redemption game, but the numbers are getting fewer all the time."

Astra specialises in a casino-style cabinet which is enormously popular in seaside - and inland - arcades.

A similar view of the state of the UK seaside arcades comes from Reg Morosoli of Direct Machine Distributors, which handles several AWP makes. "The arcades are strongly low-tech in machine tastes," he said, "and £10 all-cash is a good investment for them, especially when compared with the current costs of video games. With a dedicated video at NZ\$44,898 you can buy six or eight low-

tech £10 all-cash AWP machines for the same money. Even if one or two of them are duds, you will still earn far better returns.

"Dedicated video games still sell, of course, because arcade owners need variety in their premises, but there is a stronger reason by all-cash AWP machines than video games right now. Most of the seaside arcades are now putting in more £10 games than they did last year, expanding their separate rooms to take them."

### 10,000 SOLD

**FUNWORLD**, the Austrian touchscreen machine supplier, recently celebrated its 10,000th Photo Play installation in Germany. This makes the total number of deliveries throughout Europe in excess of 30,000 with a target of 50,000 by the year's end.



### EUROPE

**INDUSTRY** personality Shane Breaks has gone "full circle" with the announcement that he has retired from his post as a director of Namco Europe Ltd in London to take up a new position representing Atari Games in Europe. The distribution rights for Atari Games are held by Namco Ireland Ltd., a separate subsidiary of Namco and it is through Namco Ireland that Mr Breaks is handling the line.

He had been with Namco Europe - indeed, he formed the company - since 1991 but the bulk of his career had been with Atari Games prior to his move to Namco. He left Namco on May 8 but will work from Namco's HQ.

### AUSTRALIA

**TEMPERS** are boiling over in Australia following claims by the controversial Minister of Finance, Mr Face, that workers were **skimming** NZ\$155 million a year from poker machines.

Trade representatives walked out of a meeting with the Government's Club Industry Advisory Council saying that Mr Face's comments had brought the industry into disrepute. Keith Kerr, executive director of the Registered Clubs of New South Wales, said the allegations reflected badly on club movement, managers and hard working staff.

### UK

**ASTRA** Games, the UK slots manufacturer, will be exhibiting a range of limited payout machines at the Gaming For Africa Expo, to be held from June 10 and 11 at the Gallagher Estate, Johannesburg, South Africa.

With the market potential set to flourish on a large scale in the next few years, the company wants to be among the first to prove its products in the LPM market.

**ANDREW** Murden, formerly of major AWP manufacturer Barcrest, has been appointed as sales manager of Mazooma.

He commented: "After eight years with Barcrest and having made so many friends, the move has been something of a wrench. Given the astonishing progress Mazooma has made in the first year, however, the opportunity to join was too good to miss."